

# *Tony La Russa* **BASEBALL II**

**WARNING:** THIS GAME REQUIRES SPECIFIC HARDWARE AND SOFTWARE CONFIGURATIONS TO RUN PROPERLY. IF YOU HAVE PROBLEMS, PLEASE READ THE TROUBLESHOOTING SECTION OF THIS DATA CARD.

## REQUIREMENTS

The *minimum* system requirements for this game are:

- 1 megabyte of RAM (2 megabytes are recommended)
- A hard drive and a high density floppy drive
- MS DOS 5.0 or DR DOS 6.0
- VGA graphics

In addition to the basic system requirements, you must also have approximately 15 megabytes of space free on your hard drive and at least:

**580,000 BYTES OF FREE RAM.**

**Note:** hard drive size and total system memory available have no bearing on *free RAM*.

To check your free RAM, type **CHKDSK** from within the DOS directory. The free RAM will be listed as "BYTES FREE" at the bottom line of the CHKDSK display. Compare the listed amount to the amount of free memory required by the game. If your amount is lower than the game requires, read the instructions given under the "Memory" section of this data card.

## INSTALLING THE GAME

Your game box should contain the following: seven 5.25" disks or six 3.5" disks; one manual; and this data card.

The disks that come with the game are in a compressed format, and must be installed before you can begin play.

1. To install the game place Disk 1 in any drive. Be sure this drive is the active drive. For example, to make drive A the active drive, type **A:** then press Enter/Return.
2. Type **INSTALL** and then press Enter/Return.
3. Follow all on-screen prompts.

## CONFIGURING THE GAME

At this point, you may modify the following configuration features for your particular system.

**Select Sound Device:** Select the type of sound on your system. Valid selections are: Roland, Sound Blaster Pro II\*, Sound Blaster Pro I\*, Sound Blaster Regular, Gravis - Sound Blaster emulation mode, Adlib, Adlib Gold, Pro Audio Spectrum, Thunderboard, PC Speaker, or None. ( \* If you're not sure if you have a Sound Blaster Pro I or II, choose one and see if you get sound. If there is no sound, try the other selection.)

## STARTING THE GAME

1. Boot your system normally with MS DOS 5.0 or DR DOS 6.0.
2. Be sure that the hard disk containing the game is the active drive.
3. Change the current directory to the game's directory. For example, to change to the default directory type **CD\TONY2** and press Enter/Return.
4. Type **TONY2** and press Enter/Return to start the game.

## PLAYING THE GAME

For complete and specific "how to play" information, please refer to the manual.

**Copy Protection:** To answer the verification question, find the indicated page and section in the manual and enter the indicated word. Do **not** count the headings.

**Importing Stats from Tony 1:** To import stats from TONY LA RUSSA'S ULTIMATE BASEBALL, (also known as Tony 1) refer to page 42 in the Rule Book. Only stats from Tony 1 may be used in Tony 2. No other Tony 1 expansion disks (Stadiums or Fantasy Manager) can be used.

### Additional Information about Function Keys and Hot Keys

**F1** pulls up the batting stats for the player whose name is highlighted, whether he's a player in the Batting Order screen, or the player at bat in an exhibition game.

**F2** does the same as **[F1]**, but for pitching stats instead.

**F3** pulls up fielding stats.

**F4** toggles stats on the screen between historical statistics and simulated statistics.

**F5** sends the current screen to the printer, if one is connected to the computer. This key only works for screens that contain statistics; the pictures, etc. on the screen are not printed.

**F6** performs a "Print to File" command. This does essentially the same thing as **[F5]**, except the screen data is compiled into a file that appears in your Tony La Russa Baseball II root directory as "PRINT.TXT". You can collect as many stat screens and box scores as you choose, and each is added into this special file that you can edit or print in the usual ways.

**F7** operates as a Help key. **[F7]** calls up information to help get you through some of the more complicated screens in the game.

**T** Display Batting Order

**U** Repeat the last close-up replay

**N** Display Defensive Alignment

**O** Toggle sound effects on/off

**L** Display Line Score

**V** Toggle voice on/off

**B** Display Box Score

**F** Toggle fast off field option on/off

**G** Show scores of today's games

**M** Toggle slow motion on/off

**R** Show replay of last play

**P** Pause game

### Moving a League or Team to a Different Computer

From DOS, set the path to the **\TONY2\TEAMS** directory. You will see that each league has its own subdirectory. Set the path for the desired league. (Example: for 1992 teams the path will be **\TONY2\TEAMS\1992**). To move an entire league to a floppy disk in drive A: type **COPY \*.\* A:** and the teams will be copied. You cannot move a single team without moving the entire league.



## TROUBLESHOOTING

This section provides you with several easy steps to solve some common problems. Lack of free memory is the most common and the "Memory" section is a good place to start.

### MEMORY

This game requires 580,000 bytes of free memory to run. Read the front page of this data card to find out how to check your free RAM. A computer with 16 megabytes of RAM can easily run out of free memory. If you do not have enough free memory, the game may tell you in the form of an error message, begin to run poorly, or not run at all. If you have found that your free RAM is too low, you can correct this by adjusting your CONFIG.SYS and AUTOEXEC.BAT files or by creating a boot disk. Below are sample CONFIG.SYS and AUTOEXEC.BAT files. See the following section for instructions on editing these files. Remember: altering these files may affect the way other programs run on your machine, so save copies of your current files.

#### CONFIG.SYS:

FILES=20

BUFFERS=20

DEVICE=C:\DOS\HIMEM.SYS

DEVICE=C:\DOS\EMM386.EXE 1024

DOS=HIGH,UMB

#### AUTOEXEC.BAT:

PATH=C:\C:\DOS\C:\MOUSE

PROMPT \$P\$G

LOADHIGH MOUSE

Another way to free more memory while not changing the way your system runs is by creating a boot disk. A boot disk is a way to temporarily change your system's configuration without possible side effects.

Create a boot disk by placing a blank disk in your A: drive. (NOTE: It must be your A: drive to operate properly.) Next, at the DOS prompt, type **FORMAT A: /S** and then press Enter/Return. After the boot disk is finished formatting, you may wish to create CONFIG.SYS or AUTOEXEC.BAT files on the boot disk.

### EDITING YOUR CONFIG.SYS OR AUTOEXEC.BAT FILES

MS-DOS 5.0 and DR DOS 6.0 come with a text editor. If you need to change or create a file, type **EDIT filename** (replace the word *filename* with the appropriate name of the file) or **EDITOR filename**.

If your version of DOS came without an editor, you may have to purchase a text editor or consult your DOS manual before any changes to these files can be made. **NOTE: You should back-up or copy your original CONFIG.SYS and AUTOEXEC.BAT files before altering them so you can change them back if you need to.**

### SOUND CARDS

If you are experiencing problems with your sound card, try running the diagnostic software that comes with your card. **80% of all sound card problems are due to mistaken configurations.**

If you are running a sound card that is not listed on the box label of this game, or are running a sound card in an emulation mode, your results may not be optimal. This game was tested only on the listed cards.

Sound card performance may also be hampered if you do not have enough free memory. Check this game's requirements to see if you meet the minimum free RAM for fully-featured play.

If you are experiencing problems with the game, try configuring the game for no sound. If the game will now run (but without sound, of course), then you probably need to reconfigure your sound. Type **SOUND** at the game directory, correct the IRQ setting and I/O address, and try starting the game again. If your game still will not run, consult the manual that came with your sound card for diagnostic procedures.

## MOUSE SETUP

If your mouse is not functioning, you should make sure the driver has been loaded. **Windows and other programs of its type have built-in mouse drivers that do not function outside of their environment.** Loading a mouse driver may be as simple as typing **MOUSE** (and pressing Enter/Return) before starting the game. Since the command differs from mouse to mouse, consult your mouse user's guide.

If your mouse is acting erratically, it may be due to a software conflict or it may not be fully compatible with this game. Check with the mouse manufacturer to see if there is an updated mouse driver available.

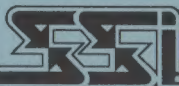
## PLEASE READ THE FOLLOWING SECTION BEFORE CALLING TECHNICAL SUPPORT

If you are having problems, please consult the "Troubleshooting" section of this data card *before* calling technical support. We have a staff of technical support specialists ready to help you with any problem you may encounter with the game. If your problem is due to your system configuration they will tell you of the game's requirements and possible solutions.

Because of the millions of different hardware and software combinations possible with today's PCs, **you may still have to refer to your computer dealer, hardware manufacturer, or software publisher in order to properly configure their product to run with our game.** If at all possible, be near your computer when you call. The technical support agent will need specific information about your machine and may need you to access or change some files while you are on the phone. If it is not possible to be near your computer, be sure to have:

- a listing of all of your machine's hardware and its settings
- the contents of your AUTOEXEC.BAT and CONFIG.SYS files
- all the information listed after the CHKDSK or MEM command (read the "Memory" section)
- the current configuration of your game

Our technical support number is 408-737-6850. Our hours are between 11 am and 5 pm, Pacific Standard Time, Monday through Friday, holidays excluded. **NO GAME PLAYING HINTS WILL BE GIVEN THROUGH THIS NUMBER.**



**STRATEGIC SIMULATIONS, INC.**